We want to help you!

We are proud of the special relationship we have with many satisfied parents, teachers, and children. If you have a problem, a question, or a suggestion, please contact us!

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The Learning Company
For Greater Knowledge

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The Learning Company®

Reader Rabbit's® Math AGES 6-9

AMERICA Online
FREE TRIAL INSIDE!

ABOUT THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every premium product under The Learning Company brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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HARDWARE AND SYSTEM REQUIREMENTS

Windows version

Runs on: IBM® PC and compatibles—486DX/66 MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 20 MB of free disk space
- Quad-speed or higher CD-ROM drive
- 256-color SVGA
- DOS 5.0 or higher
- Windows 3.1 or higher (including Windows 95/98 and NT 4.0)
- Windows-compatible sound card
- Mouse

Macintosh version

Runs on: PowerPC® Macintosh computers—66 MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 20 MB of free disk space
- Quad-speed or higher CD-ROM drive
- 256-color display, 13" or larger
- System 7.1 or higher
- Mouse

SETTING UP AND STARTING THE PROGRAM

Reader Rabbit's Math Ages 6–9 runs from your CD-ROM drive. However, you will need 20 MB of available space on your hard disk to store some program files. If you have a modem, the setup program will allow you to register this product electronically using our toll-free number.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (AutoPlay is usually enabled when you install Windows 95/98 on your computer. See your Windows documentation for more information.)

To set up the program:

1. Make sure Windows 95/98 is fully launched and running.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a menu screen appears.
3. Click on **Install**.
4. Follow the onscreen instructions to complete the setup process, which includes installation of Microsoft® DirectX®. (After the setup process is complete, you will be asked to restart your computer.)

To start the program:

1. Make sure Windows 95/98 is fully launched and running.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a menu screen appears.
3. Click on **Start**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the desktop:

- Click on the **Start** button and choose **Programs**. Next choose **The Learning Company**. Then choose **Reader Rabbit's Math Ages 6–9**.

Windows 3.1

To set up the program:

1. At the DOS prompt, type **win** and press **Enter** to start Windows.
2. Insert the program CD into your CD-ROM drive.
3. From the File menu in File Manager, choose **Run**.
4. Type **D:\setup** (or substitute for **D** the letter of the CD-ROM drive you are using) in the Command Line box. Then press **Enter**.
5. Follow the onscreen instructions to complete the setup process. The setup program creates a program group called The Learning Company on your Windows desktop and places a *Reader Rabbit's Math Ages 6–9* program icon within that group.

You must start *Reader Rabbit's Math Ages 6–9* from your Windows desktop.

To start the program:

1. Open the program group called The Learning Company, and double-click on the *Reader Rabbit's Math Ages 6–9* program icon. (The program CD must be in the same CD-ROM drive as in step 2 above.) A menu screen appears.
2. Click on **Start**.

Macintosh

To set up and start the program:

1. Insert the program CD into your CD-ROM drive.
2. Double-click on the RR's Math Ages 6–9 Installer icon.
3. Follow the onscreen instructions to complete the setup process.

4. Double-click on the *Reader Rabbit's Math Ages 6–9* program icon in the program folder on your hard disk to start the program.

To start the program:

1. Insert the program CD into your CD-ROM drive.
2. Double-click on the *Reader Rabbit's Math Ages 6–9* program icon in the program folder on your hard disk to start the program.

THE MATH ACTIVITY BOOK

An Adobe® Acrobat file of a Math Activity Book is included on your program CD. To view and print out this file, use the Acrobat Reader application, which is included on your program CD in the Acrobat folder. **Note:** If you do not already have Acrobat Reader, you must first install it on your hard disk before you can view and print out the activity book.

Installing Acrobat Reader

1. Insert the program CD into your CD-ROM drive.
2. **For Windows 95/98:**
   a. From the desktop, click on the **Start** button and choose **Run**.
   b. Type **D:\acrobat\win95\ar32e301.exe** (or substitute for **D** the letter of the CD-ROM drive you are using) in the Command Line box. Then press **Enter**.

   For Windows 3.1:
   a. From the File menu, choose **Run**.
   b. Type **D:\acrobat\win31\ar32e301.exe** (or substitute for **D** the

letter of the CD-ROM drive you are using) in the Command Line box. Then press **Enter**.

For Macintosh:

a. Scroll down to and then double-click on the folder called Acrobat.

b. Double-click on the folder called Mac.

c. Double-click on **Reader 3.01 Installer**.

3. Follow the onscreen instructions to complete the installation.

Printing the Math Activity Book

1. Insert the program CD into your CD-ROM drive.

For Windows 95/98:

a. From the desktop, click on the **Start** button and choose **Run**.

b. Type **D:\book6_9\mathbk69.pdf** (or substitute for **D** the letter of the CD-ROM drive you are using) in the Command Line box. Then press **Enter**.

For Windows 3.1:

a. From the File menu, choose **Run**.

b. Type **D:\book6_9\mathbk69.pdf** (or substitute for **D** the letter of the CD-ROM drive you are using) in the Command Line box. Then press **Enter**.

For Macintosh:

a. Double-click on the folder called Book6_9.

b. Then double-click on **MathBk69.pdf**.

2. Choose **Print** from the File menu.

EDUCATIONAL FOCUS

Reader Rabbit's Math Ages 6–9 builds elementary math skills as children help Sam the Lion, Penelope the Parrot, and Reader Rabbit explore Pirate Island. Each of the nine activities is designed to improve children's math skills in fun and engaging ways.

Arcade activities use fast action to give children practice in rapidly recognizing the correct answers, thereby helping children to memorize basic math facts. Exploration activities encourage children to experiment with math concepts as they solve problems in the context of the program.

A list of the skills covered in each of the activities follows.

Arcade Activities

DON'T WAKE THE PIRATES

- Identifying number patterns
- Adding numbers to form a series
- Subtracting numbers to form a series
- Practicing the multiplication tables

FISHING FOR NUMBERS

- Adding two-digit numbers
- Subtracting two-digit numbers
- Multiplying to create two-digit products
- Dividing with one- and two-digit dividends

PIRATE SPLASH

- Recognizing when a number is greater or less than another number
- Recognizing when a number is between two numbers
- Recognizing when a number is greater or less than a math expression (using addition, subtraction, multiplication, and division)

Exploration Activities

SAIL MAKER

- Creating basic geometric shapes
- Completing symmetric shapes
- Determining the area of a shape
- Creating shapes with a specific area
- Creating shapes with a specific measurement

GOING BANANAS

- Exploring the concept of place value
- Adding two- and three-digit numbers (with and without regrouping)
- Subtracting two- and three-digit numbers (with and without regrouping)
- Multiplying with numbers less than 10

MONKEY PIZZA PARTY

- Creating fractions (halves, thirds, fourths, fifths, sixths, and eighths)
- Creating equivalent fractions
- Exploring addition of fractions

PIRATE LOOKOUT

- Reading a clock
- Adding and subtracting time on a clock

TOURIST TRAP

- Counting money (coins and bills)
- Adding and subtracting money

NUMBER LINE TREASURE

- Finding a number on a number line
- Adding and subtracting numbers on a number line
- Solving multiple-step problems

For more in-depth information about the educational content and benefits of the program, click on POP and then click on **Educational Benefits**. You can also find out more about each activity by clicking on the activity's name at either the Activity Level screen or the Progress Report screen. (See *Game Difficulty & Leveling* or *Skills* under *POP* in *Getting Help*.)

GETTING STARTED

Sam the Lion has entered his brand-new boat—*The Sea Lion*—in a race and has invited Reader Rabbit to join him as his crew. Together they set sail along with the other boats in the race. However, they become lost in a storm after trying to take a shortcut, and the two friends find themselves shipwrecked on Pirate Island. *The Sea Lion* is destroyed, so Sam must search the island looking for parts that Reader Rabbit can use to build a new boat. Luckily, Sam and Reader Rabbit run into their old friend, Penelope the Parrot, who offers to show Sam around the island.

Can you help Sam the Lion and Reader Rabbit get off Pirate Island and back in the race? Join Sam and Penelope as they search the island for parts to use on the new boat. But be careful—there are crafty pirates lurking everywhere on the island, and the pirates have come up with a secret plan to keep Sam and Reader Rabbit from getting away!

Signing In

Once you've met Sam the Lion and Reader Rabbit in the introduction, you're ready to join the search for boat parts on Pirate Island. First, click on **New Player**. Type your name onto the sign-in list, and then click on **Start**.

Any time you want to pick up the search where you left off, find your name on the list and double-click on it. If you don't see your name, just click on the arrows on the side of the list until you find it. Then click on **Start** to return to Pirate Island.

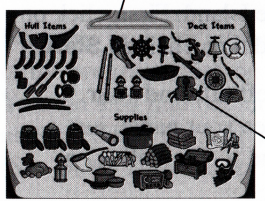
When the sign-in list has 99 names, it is full. You'll need to remove a name before you can enter a new one. Click on the name you want to remove. Then, press **Ctrl+R** (Windows) or **control+R** (Macintosh). This will permanently erase that player's search information from the hard disk.

If you want to take a break from the search to practice solving the different math problems, click on **Practice Mode** at the sign-in screen. Work on the problems for as long as you like, and then return to the search whenever you're ready. (For more information, see *Practice Mode*.)

Starting the Search

Your search for parts to use on the new *Sea Lion* will take you through the beaches, jungles, and mountains of Pirate Island. Along the way, you will face challenging and fun math problems that you must solve to collect parts for the new boat. These parts will automatically be given to Reader Rabbit at the base camp so he can use them to start building the new boat.

Click here to close the clipboard.



Go to the base camp at any time to see Reader Rabbit and to find out how the new *Sea Lion* is coming along. You can also click on Reader Rabbit's clipboard to see a record of the boat parts you have collected.

Click on a boat part to learn more about it.

Using the Pirate Island Map

After you sign in, you'll see a map of Pirate Island. This is where you choose an activity to visit. There are nine activities and many parts of the island to explore, but you will not be able to visit all of them at first. (Small activity icons mark the activities you can visit. To find out what activity each icon represents, look at the activity descriptions in this reference guide.)

As you complete activities and collect boat parts, you'll find that you can go to more activities throughout the island. So be sure to look at your map from time to time to find out what new activities you can visit and what new parts of the island you can explore.

Click here to find out your rank in the game.

Click on an activity icon to go to that activity. (Different icons may appear on your map.)

Click here to go to the base camp and see the new boat being built.

Each flag that appears represents a song that the pirates can sing for you. Click on the flag to go to the pirates' hideout and hear them sing.

Click here to quit the program. (Your game will be saved.)

Click here to go to POP.

Getting Help

As you explore the island, there are many ways you can get help.

-

  Penelope travels with you. She can give you useful tips on solving the math problems you encounter. Penelope can also teach you how to play each activity. Whenever you want to hear what she has to say, click on her.

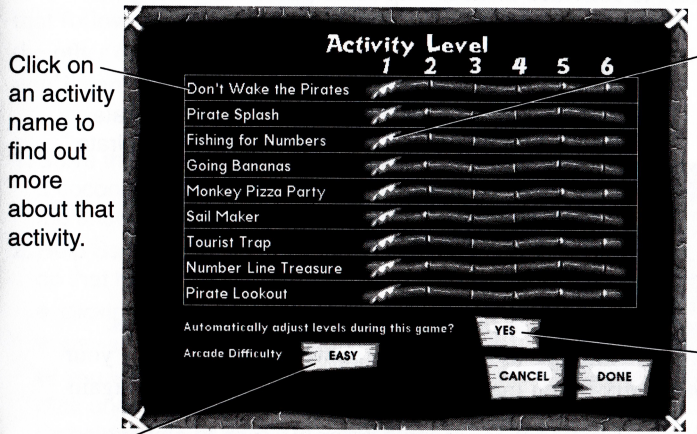
-

  POP (short for Program Options Pad) is a resource for a lot of information and program options. Click on POP, and then click on the item you want. (To close POP, click anywhere on the screen outside of POP.)

  - ➔ Click on **Main Map** to go back to the map of Pirate Island.
  - ➔ Click on **Skills** to see the skills covered in each of the activities. You can also see and print out a progress report that shows how you are doing with the problems in each activity.
  - ➔ Click on **Music** to turn the background music off or on. When music is off, a slash mark appears across the button.
  - ➔ Click on **Quit Game** whenever you want to stop playing.
  - ➔ Click on **Sign-In** to return to the sign-in screen.
  - ➔ Click on **Educational Benefits** to learn general information about the program's educational content.
  - ➔ If you access POP from the map, you can click on **Game Difficulty & Leveling**. Then you can manually set the educational skill levels

of the math problems in each activity. The program automatically adjusts skill levels in response to your performance to find the most appropriate challenge for you. If you turn autoleveling off, the skill levels you set will remain in effect throughout your exploration of Pirate Island, unless you choose to change them.

You can also select the difficulty level (game speed) of the three arcade activities to make them easier or harder to play. The level you choose will remain in effect unless you choose to change it.



Click on an activity name to find out more about that activity.

For each activity, drag the leaf to choose an educational skill level for the math problems.

Click here to turn off autoleveling for all the activities.

Click here to choose a difficulty level—easy, medium, or hard—that sets the game speed in the arcade activities.

PLAYING THE GAME

Now you're ready to join the search for boat parts on Pirate Island. To collect parts, you have to solve math problems by playing the different activities on the island. There are two kinds of activities: arcade activities and exploration activities.

As you collect boat parts, be sure to visit the pirates' hideout from time to time. If you're lucky, you may find some pirates resting there, and you may be able to convince them to sing some pirate songs for you!

Click on a pirate to hear that pirate sing a song.

Arcade Activities

You'll have to think and move fast when you play arcade activities. Listen carefully to Penelope as she tells you how to play. Then try your best! But don't worry if you make mistakes—you can always try again.

If you think the arcade activities are too hard or too easy to play, you can change the difficulty level by going back to the map, clicking on POP, and then clicking on **Game Difficulty & Leveling**. (See *Game Difficulty & Leveling* under *POP* in *Getting Help*.)

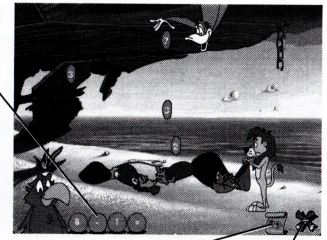
DON'T WAKE THE PIRATES

Sam and Penelope walk into a clearing and almost run into some pirates! Luckily, the pirates are taking a nap. However, some mischievous monkeys have put noisemakers inside some coconuts and are dropping these coconuts from above. Can you help Sam catch the noisy coconuts before they hit the floor and wake up the pirates?

Be careful! The monkeys are dropping lots of coconuts, but not all of them have noisemakers inside. The noisy ones are marked with numbers that follow a number pattern. Catch only the noisy coconuts. If you catch the other ones, you'll lose points. If you catch anything that isn't a coconut, you'll earn extra points.

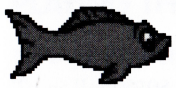
1. Solve this math problem. Then look for a coconut with the number that matches the answer to the math problem.
2. Help Sam catch that coconut. Move him so that his bag is under the coconut by
   - ♦ clicking to the right or left of Sam or
   - ♦ pressing the right or left arrow key.

   (If you want to make Sam move faster, click under his feet to the right or the left. Or hold the down arrow key and press the right or left arrow key.)



Click here to go to the map of Pirate Island.

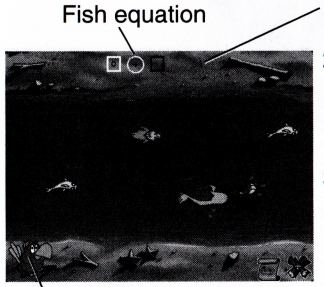
Click here to go to POP.



FISHING FOR NUMBERS

Sam and Penelope find some special fish in a river. Each fish is marked with a number, a math symbol, or the letter *C*. A crocodile at the river holds some boat parts. He is willing to give Sam and Penelope a boat part in exchange for a snack. However, the crocodile is very fussy. He only accepts snacks made of fish that equal a particular number when they are put together to form a "fish equation." Can you help Sam catch the fish that he needs to make the crocodile's snacks?

Watch out for floating logs or snakes that can take away your points. If you see any birds, hats, or life preservers, bump into them to earn extra points.



1. Look here to find the number that the fish equation should equal.
2. Catch fish to fill in your equation. Move Sam to the fish by using your mouse or by pressing the arrow keys. Press the space bar to make Sam dive underwater or return to the surface.
3. When you have completed your fish equation, press the = key, **Enter** (Windows) or **return** (Macintosh). Or catch a fish marked with an equal sign.

To let go of a fish:

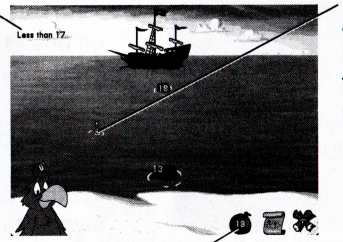
- Press the **C** key, **Backspace** (Windows) or **delete** (Macintosh). Or catch a fish marked with a *C*, which stands for "Clear."

PIRATE SPLASH

The pirates are busy with a new task. They're tossing barrels off their ship and letting the waves bring the barrels to shore. But watch out! Although some of the barrels are filled with harmless objects, others have pirates hiding inside! Help Sam figure out which barrels contain pirates. Then splash those barrels with water balloons to send the pirates back to their ship.

Each barrel has a number. Penelope will help you by telling you that the pirates are hiding in barrels marked with certain kinds of numbers. Splash only those barrels, and let the others reach the shore. Look out! If a pirate reaches the shore, that pirate will take away some of your water balloons.

1. Look here to find the math problem that tells you what kind of numbers mark the pirates' hiding places.
2. Find the barrels marked with that kind of numbers.
3. Aim your balloons so that they will hit those barrels.
4. Click to splash those barrels and send the pirates back to their ship.

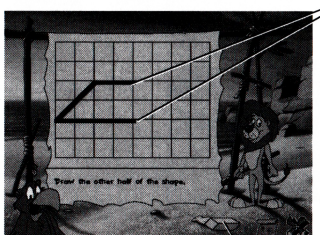

Less than 12
Click on anything that isn't a barrel to earn extra points.
Look here to find out how many water balloons you have left.

Exploration Activities

When you play exploration activities, you can take as much time as you want to figure out how to solve each math problem. Listen carefully to Penelope's instructions to learn how to play each activity. Then put on your thinking cap, and get ready to explore!

SAIL MAKER

It's time to make some sails for the new *Sea Lion*! Sam has some grand plans to use one of Pirate Island's self-service sail makers to create sails in many different shapes. Can you help Sam draw the shapes he needs on the sailcloth? After you finish drawing each shape, Sam will make sure it is the one he needs.

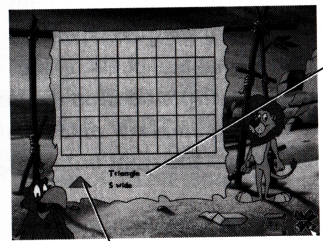


If Sam has already drawn half the shape:

1. Click on either end of the line that Sam drew, and draw a line by clicking on one of the intersections nearby.
2. Then finish drawing the shape one line at a time.

   The half that you draw should be the mirror image of the half that Sam drew. In other words, your half should look the same as his half, except that it is flipped.

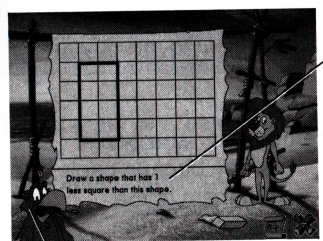
Click on the eraser to erase your drawing. (Or click anywhere on the line except for the starting point to erase the line back to the place you clicked.)



Click on a shape to hear its description.

If you need to draw the entire shape:

1. Look here to find out what kind of shape you need to draw.
2. Click on any intersection on the sailcloth grid.
3. Draw a line by clicking on one of the intersections nearby.
4. Keep drawing the shape one line at a time.



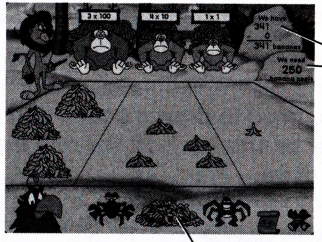
Click on Penelope to get help.

If you need to draw a shape that is larger or smaller than the one that Sam drew:

1. Look here to find out if the shape you need to draw is larger or smaller than Sam's shape.
2. Click on any intersection on the right side of the sailcloth grid.
3. Draw a line by clicking on one of the intersections nearby.
4. Keep drawing the shape one line at a time.

GOING BANANAS

Sam and Penelope have a great idea, but they need your help! A group of pirates is carrying a boat part across the island. If you help Sam put the right number of banana peels on the ground, the pirates will walk onto the banana peels, slip, and drop the boat part. Sam will tell you how many pirates are coming and how many banana peels are needed to stop the pirates. Your job is to put the right number of banana peels on the path.



Compost heap

If you need a certain number of banana peels to stop an entire group of pirates:

1. Look at the rocks to find out how many banana peels you have and how many you need.
2. Add or remove banana peels until you have the number you need.
3. Click on Sam to check your answer.

To add banana peels:

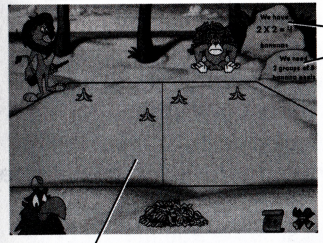
- Click on one of the apes. (The big ape will give you a pile of 100 banana peels; the medium ape will give you a pile of 10 banana peels, and the small ape will give you 1 banana peel.)

To remove banana peels:

- Click on the banana peels, and drag them to the compost heap.

To put some of the banana peels together into bigger piles:

- Click on the banana peels, and drag them to the spider. (To make a bigger pile, you need either 10 single banana peels or 10 piles of 10 banana peels.)



The number of areas on the path will equal the number of groups of banana peels that you need.

To split a large pile of banana peels into smaller groups:

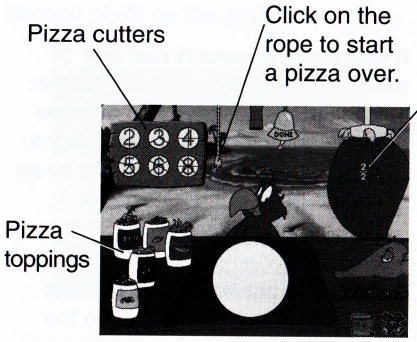
- Click on the pile, and drag it to the crab.

If you need a certain number of banana peels to stop each pirate:

1. Look at the rocks to find out how many groups of banana peels you need and how many banana peels should be in each group. (There should be one group for each pirate.)
2. Add the right number of banana peels to one of the areas on the path. (This will automatically add the same number of banana peels to each of the other areas.)
3. Click on Sam to check your answer.

MONKEY PIZZA PARTY

Penelope is making pizzas to feed a hungry monkey crowd. The monkeys like different kinds of toppings on their pizzas, and the amount of toppings seems to change with each order. Can you help Penelope figure out how much of each topping to put on the pizzas?



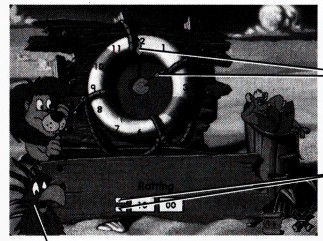
To remove a topping from a slice of pizza:

1. Click on an ant.
2. Click on the slice that has the topping you wish to remove.

1. Look at the order and decide how many slices the pizza needs to be cut into.
2. Click on the pizza cutter that will cut the pizza into that number of slices.
3. Click on a pizza topping that matches a topping on the order.
4. Click on the correct number of slices to add that topping to those slices.
5. If the order has more than one topping, repeat steps 3 and 4 to add each additional topping.
6. Click on the bell when you have finished making the pizza.

PIRATE LOOKOUT

Sam and Penelope walk into a clearing and almost bump into a pirate on lookout duty! The pirate's job is to make sure no one goes through that part of the island. Sam and Penelope see a boat part that they could grab for the new *Sea Lion* if only the pirate would go away. Can you help Sam and Penelope convince the pirate that it's time to do a different job by changing either the time on the clock or the time on the pirate's sign?

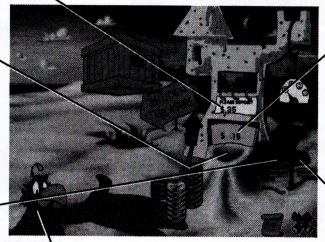


1. Listen to Penelope to find out if you should change the time on the clock or the time on the pirate's sign.
   - To change the time on the clock, drag the clock hands.
   - To change the time on the sign, click on the arrows.
2. When you are finished changing the time, click on Sam or the pirate to get the pirate's attention.

TOURIST TRAP

Sam is in trouble again, and Penelope needs your help to save him. Sam saw a sign pointing to some really neat stuff. But when Sam followed the sign, he got caught in a tourist trap, and now he can't get out! Penelope has to pay the trap some money before it will let Sam go. Can you help Penelope figure out which coins or bills she needs to put in the trap so that Sam can be set free?

1. Look at this sign to find out how much money the trap wants.
2. Click on the coins or bills that add up to that amount. Then drop them in the trap by clicking on it.
3. Click here to check your answer when you think you have put in the right amount.



This sign tells you how much money you have put in.

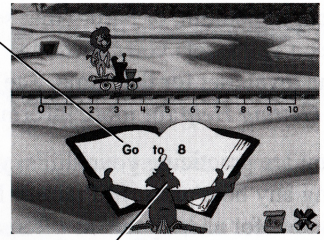
Click on Penelope to hear the problem again or to get help.

If you make a mistake, click here. The trap will return your money, and you can start putting in money again.

NUMBER LINE TREASURE

Sam and Penelope come across a number line in the middle of a clearing on Pirate Island. In the same clearing, they find an old pirate diary that has instructions for finding buried treasure! Sam is ready to start digging for treasure, but first he needs you to help him understand the instructions in the diary. The notes in the diary say to dig at certain numbers on the number line. Penelope will read each diary note out loud. Listen carefully, and then move Sam to the place on the number line where he should dig.

1. Read the diary note, or listen to Penelope read it out loud.
2. Figure out where on the number line Sam should dig.
3. Move Sam to that number by clicking on it. Or press the left or right arrow key.
4. When Sam at the right place, click on him to have him dig at that spot. Or press **Enter** (Windows) or **return** (Macintosh).



Click on Penelope to hear the diary note again or to get help.

PRACTICE MODE

If you want to take some time to work on problems without exploring Pirate Island, type in your name or choose it from the list at the sign-in screen. Then click on **Practice Mode**. The map of Pirate Island will appear with small icons for all nine activities in each of the three areas on the island. Click on an activity icon to go to that activity and practice your math skills.

If you want to set the educational skill levels for the math problems in any of the activities, click on **Levels**. (You can also click on POP, and then click on **Game Difficulty & Leveling**.) Then choose the educational skill level you want for each activity. You can also choose a difficulty level—easy, medium, or hard—that sets the game speed in the arcade activities. (The levels you choose for your practice sessions will not affect the levels set for the game. See *Game Difficulty & Leveling* under *POP* in *Getting Help* for more information.)

Since you are practicing your skills, you don't need to worry about collecting any boat parts. In Practice Mode, you can work on any of the activities for as long and as often as you'd like.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have questions, call our Technical Support Center at **1-423-670-2020**. You can also reach us by e-mail: **support@learningco.com**.

Windows

1. **The *Reader Rabbit's Math Ages 6–9* program icon does not appear on the desktop or in the Start menu.**
   - Reinstall the program.
2. **You see a message that there is not enough available space on the hard disk.**
   Reader Rabbit's Math Ages 6–9 requires 20 MB of hard disk space for the program's data and executable files.
   - Compress some files on your hard disk, or remove some files after backing them up.
   - Adjust the Windows Virtual Memory setting to take less hard disk space. (See your Windows documentation for information.)
3. **You see a message telling you that there is not enough memory to run the program.**
   Reader Rabbit's Math Ages 6–9 needs at least 16 MB of installed memory (RAM) to run. Your computer's memory may be filled with

other programs that are running in the background. Try to increase available memory and then start the program again.

- Close any other applications that are running.
- **Windows 3.1 users:** Turn on Virtual Memory. (We recommend that you create at least 4 MB of virtual memory. See your Windows documentation for information.)

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.

- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. The program runs very slowly.

Reader Rabbit's Math Ages 6–9 needs at least a 486DX/66 MHz computer with a quad-speed CD-ROM drive for basic performance.

- Close any other applications that are running.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the manufacturer to obtain the latest drivers.)
- If your computer has a turbo switch to increase speed, make sure the switch is on. (See the documentation that came with your computer.)

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that music is turned on in POP.

- Make sure that your sound card is Windows compatible and is properly installed for Windows. (**Windows 95/98 users:** Make sure that the sound card is specifically designed to work with Windows 95/Windows 98.) Also check that the volume is properly set. (See your sound card manufacturer's documentation for more information about your sound card.)
- Check for IRQ or DMA conflicts between your sound card and other add-on peripherals. (See the documentation for your sound card, CD-ROM drive, and other add-on peripherals.)
- Make sure the mixer level setting is correct.
  Windows 95/98 users: Click on the **Start** button and choose **Programs**. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.
  Windows 3.1 users: Click on the Mixer or Creative Mixer icon in your sound card's program group. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. Strange graphics appear onscreen; the program action stops unexpectedly.

- Make sure you are using the 640 x 480, 256-color display mode driver that came with your video card. (See your Windows documentation for more information.)
- Make sure you have the latest Windows video drivers installed.

(Contact your video card manufacturer for more information.)

- **Windows 95/98 and Windows NT 4.0 users:** Make sure your video drivers are DirectX-compatible.

8. **Colors don't look right.**
   - Turn off your screensaver.
   - Adjust your monitor's color and brightness.
   - Make sure you have a 640 x 480, 256-color video card driver installed and selected.
   - Close any other applications that are running and that use 256 colors.
   - Make sure you have the latest graphics drivers for your video card installed. (Contact your video card manufacturer for more information.)

9. **The program window is too small.**
   The program window will not fill the entire screen.
   - For optimum window size, make sure that the display mode is set to 640 x 480. (See your Windows or video card documentation.)

Macintosh

1. **You do not see the *Reader Rabbit's Math Ages 6–9* program icon.**
   - Make sure the CD is inserted in the CD tray, printed side up.
   - Try restarting your computer and/or rebuilding your desktop.
   - Make sure that the CD-ROM drivers are correctly installed.

2. **You see a message that there is not enough available space on the hard disk.**
   Reader Rabbit's Math Ages 6–9 requires 20 MB of hard disk space for the program's data files.
   - Compress some files on your hard disk, or remove some files after backing them up.
   - Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. **You see a message telling you that there is not enough memory to run the program.**
   Reader Rabbit's Math Ages 6–9 requires 16 MB of installed memory (RAM) and 6 MB of available memory to run. Try to increase available memory, and then start the program again.
   - Quit any other programs that may be running.
   - Turn off or remove from the System Folder all non-Apple® control panels and extensions. (Leave your CD-ROM drivers and Sound Manager installed.) Then restart your computer.
   - Turn off AppleTalk®.
   - Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)

4. **The mouse doesn't seem to work.**
   There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen, and any key presses or mouse clicks will be ignored.
   - Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. **The music and voice in the game are too loud or too soft.**
   - Choose **Sound** from **Control Panels**. Adjust the system's speaker volume as needed by selecting the Volumes setting.

6. **You do not hear music, sound, or speech.**
   - Make sure that the Volumes setting in the Sound control panel is not set to zero.
   - Make sure that music is turned on in POP.
   - If you have external speakers, make sure they are turned on and getting power, and that they are properly connected to your computer. Also check the speaker volume.
   - Turn off or remove from the System Folder all non-Apple control panels and extensions. (Leave your CD-ROM drivers and Sound Manager installed.) Then restart your computer.

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